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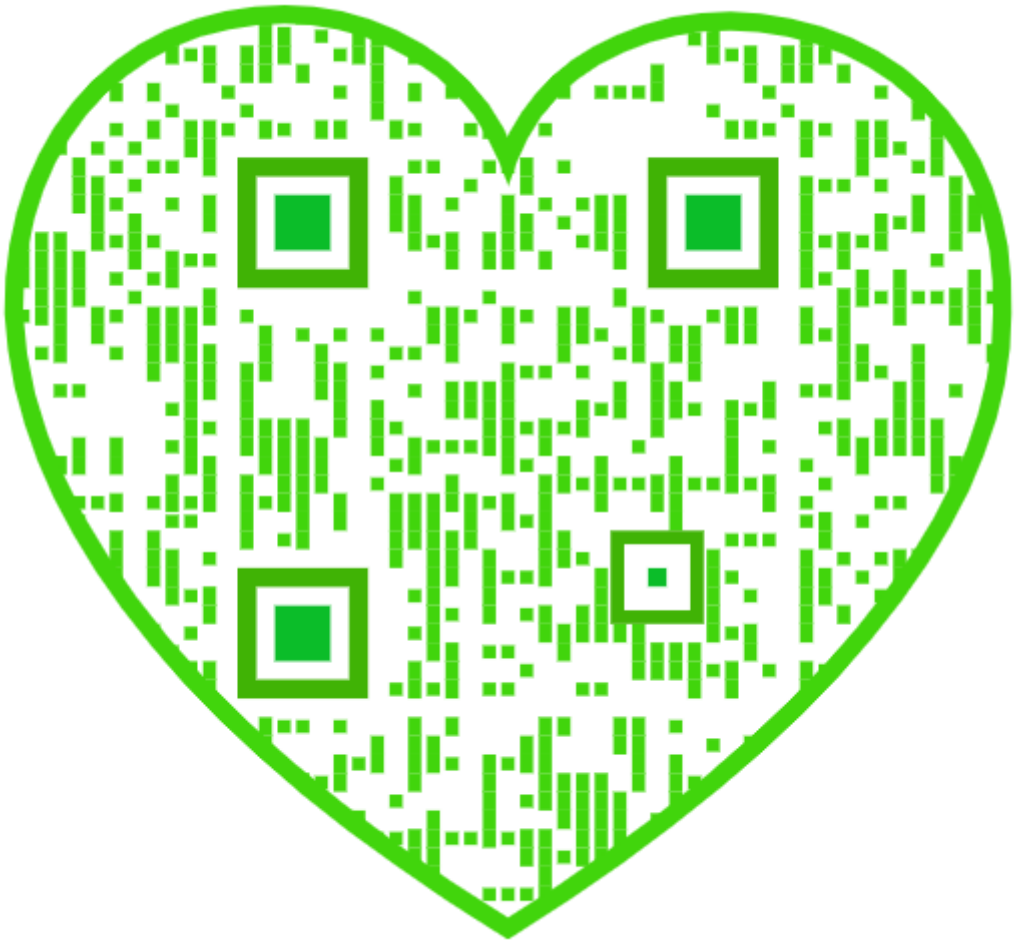

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SPORTS OF ALL SORTS

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BASTE THE BEAR.

From among the players one to take the office of bear is to be selected, and he chooses another player to act as his keeper. The bear, with a cord or rope about four or five feet long tied round his waist, has then to take his place, crouching on his hands and knees, within a circle of a yard and a half, or thereabouts, in diameter; the keeper holding the further end of the rope. The remainder of the players are then entitled to baste the bear, that is, to flog him on the back with knotted handkerchiefs. If, however, without the bear quitting the circle or getting off his knees, either he or his keeper can catch any player, that player becomes bear, and the first bear is released. Every bear has the right to select from the other players his own keeper.

Considerable difficulty is often experienced in catching a player in the limited space allowed to the bear and his keeper; but on the other hand it requires a good deal of nimbleness to give the bear a very severe basting.

TUG OF WAR.

This is very similar to the game of French and English, and differs from it only in this respect, that when the first of the losing team is pulled so far as the dividing line between the two parties the tug is considered lost, and another trial has to take place. The best two tugs out of three is usually taken to decide a match, but three out of five is sometimes thought to offer a more satisfactory test of the relative abilities of the competing teams.

KING OF THE CASTLE.

A mound or hillock is to be selected as the King's Castle, which should be taken possession of by any one of the players, he proclaiming himself to be the proud occupant of the position he holds, and at the same time abusing his assailants by quoting the following lines:—

> "I'm the King of the Castle;
> Get down, you dirty rascal."

It is necessary for the King to be thus emphatic, for he has no trumpeter, no bodyguard, and no assistance whatever to aid him to retain his position, whereas he is assailed on all sides by the other players, every one of whom is a claimant for the possession of the Castle; and each one, by fair pulls and pushes, is entitled to do what he can to dethrone the existing monarch, and to take possession and proclaim himself King. No King, with such tremendous odds against him, long retains the cares of the State, but the game is really good fun on a cold winter's day.

It is always to be remembered that only pulls and pushes at the King are allowed; pulling at his clothes is distinctly forbidden, under penalty of exclusion from the game.

SPANISH FLY.

One player is to be selected as first back down, and one from the remainder to act as leader. It does not matter who is leader, and both he and the first back may be fixed upon at random or by lot.

The players in turn leap over the back that is down, and so soon as all have been over, the process has to be gone through again, except that some variation in the manner of going over, or in the action that is made to accompany the going over, must be made with every round. There is a certain order in the variations that it is well to recognize; but, if it is preferred, the selection of the variations may be left to him who acts as leader. The variations most commonly practised, with their order, are here given :—

1. The over is to be taken in the usual way, with the left hand of the player towards the head of the back.

2. Return from the opposite side.

3. The back has next to be gone over cross-wise.

4. Return cross-wise from the opposite side.

5. Take the over as in No. 1, holding cap in hand, but in going over leave the cap on the back. This must be done by every player, and those going over after the first three or four will have to exercise their skill and ingenuity in finding a safe lodgment for the caps. If, however, any player fails, he is down and becomes back.

6. Should the above be successfully done by all, the players return in reverse order from the opposite side, each one as he returns removing his cap without disturbing the cap of any other player. The last to go over in No. 5 will, of course, be the first to return in No. 6.

7, 8. The same done cross-wise in opposite directions.

9, 10, 11, 12. The same as 5, 6, 7, 8, using handkerchiefs instead of caps.

13, 14, 15, 16. Take the over in the four different directions, throwing the cap in the air while leaping, and catching it again after the leap is finished.

17, 18, 19, 20. Again over in the various directions, each time with the cap balanced upside down on the head.

21, 22, 23, 24. Again over with the cap balanced as before, but in making the over, drop the cap so as not to allow it to touch the cap of any other player already on the ground, and leaping clear of every cap. In the rounds 22 and 24 the cap is not balanced on the head, but instead when the rounds 21 and 23 have been successfully made, each player in his proper turn picks up his cap with his teeth, and with his back turned to the boy that is down, throws the cap over his own shoulder and over the back. The leap has then to be taken from the spot where the cap fell in the rounds 21 and 23. If a cap when thrown in this way touches the cap of any other player, the owner of the cap thrown is down.

Many other varieties may be mentioned, but the above are the most usual, and it rarely happens but that in some one of these some player will fail, and so release the boy that is down, and the game then recommences. As the leader's position is the easiest, the back when released takes leader's place, the other players going down one. This game should be played by good-natured boys, as any show of temper spoils all the fun.

SPORTS OF ALL SORTS

TOM TIDDLER'S GROUND.

One boy is to be selected as Tom Tiddler, who should have a considerable base or territory allotted to him, and in which are supposed to be vast stores of the precious metals. The other players promiscuously invade this territory, and as if they were picking up and pocketing the treasure, call attention to themselves by shouting—

"Here I stand, in Tom Tiddler's land,
Picking up gold and silver."

If Tom can touch any player while trespassing within his bounds, that player becomes Tom Tiddler, the guardian of the imaginary wealth buried in the soil.

DRILL SERGEANT.

The players arrange themselves in a line, and having selected one of their number to act as the Drill Sergeant, proceed to carry out his instructions, and to show themselves to the best of their ability to be a well-drilled squad. The Sergeant's instructions are simple in the extreme, but it is frequently found they are difficult of execution. They never vary, and are comprised in the double order of "Do as I do," and "Don't laugh." It will be readily understood that what is only strange if performed by one boy standing by himself, becomes highly ridiculous and absurd when done in time by a row of say ten to twenty, and the result is, as may be expected, that the Sergeant sets such feats to be performed as will soon provoke a titter, if not a loud guffaw, from some member or members of the squad under his orders. The member laughing is set out, and as soon as half the squad is so disposed of the remainder jump upon their backs, having earned the right by a greater command over their risible nerves to a ride pick-a-back fashion round the playground, the Sergeant, armed with a knotted handkerchief, urging on the unwilling steeds by a timely application of the handkerchief to that portion of the laggard's person that is most get-at-able.

It should be understood that the Drill Sergeant may set no feat that involves moving away from the position he first took up.

TOUCH.

In the various games of Touch, the player whose office it is to touch another is known by the descriptive pronoun "He," spelled with a capital H.

In the simple game of Touch, "He," tries to overtake and touch some other player; which, when done, the player touched becomes "He," and proceeds himself to touch some one. The players generally must keep their wits about them to know who "He" may happen for the moment to be, as the office shifts from one to another very rapidly.

TOUCH WOOD, AND TOUCH IRON.

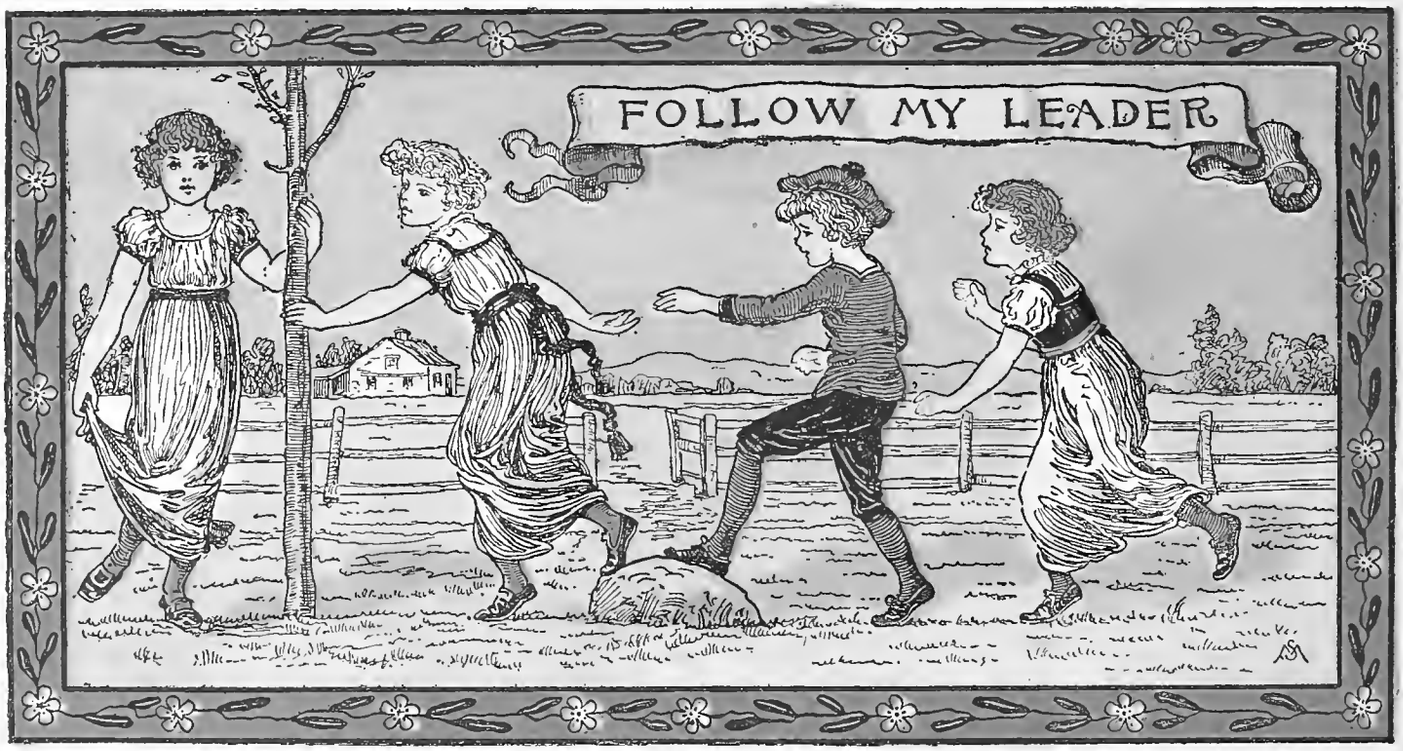
In these versions of the game, the players are safe from "He" during the time they may be touching wood, or touching iron, as the case may be, according to the game being played.

SPORTS OF ALL SORTS

FOLLOW MY LEADER.

Choose one out of the number of players to act as leader, and as upon him will rest the whole responsibility of the game, and upon him will depend mainly what amount of fun and amusement will be had out of the game, see that he is both capable of leading and of a lively and amusing temperament. When the leader has been chosen, the remaining players arrange themselves behind him in single file; and the fun and sport then commence. Whatever the leader may do and wherever the leader may go, that the followers have to do and there they have to go. Any one failing in either of these respects is to be sent to the end of the line, and as every one will be anxious to secure the pre-eminence that excellence in performance as well as attention can secure, the playmates of the delinquent will be interested in enforcing this rule, and seeing that he takes the position assigned to those who shirk what the leader has done.

The leader should be considerate of the weaker ones among his followers, caring more to secure a willing following and to inspire each with confidence in himself, rather than to set astounding or hazardous feats—feats easy, perhaps, for an active big boy, which may probably be dangerous for a high-spirited youngster to attempt, but which it would be humbling to him to fail at, having once joined in the game, and thereby expressed his willingness to follow wherever led.



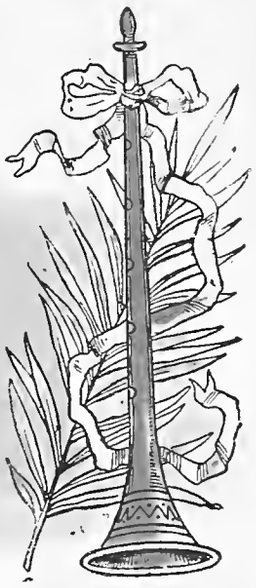
SPORTS OF ALL SORTS

ORCHESTRA.

Select a conductor, who is to arrange the players in a semi-circle, each being assigned to play some imaginary instrument, and instructed how to play it. The conductor first calls on his orchestra to tune, and then, naming some lively air, begins to hum it, at the same time waving a baton, when all the players must join in, imitating by voice and gesture, their instruments,—such as violin, harp, cornet, tenor horn, trombone, flute, piccolo, clarionet, double bass, drum, cymbals, etc. Solos may be called for, and the person representing the instrument named must respond or pay a forfeit, as must all who fail to play when called on, or who break down by laughing. There are few games which afford more fun than this, if played in good spirits and in a lively manner, and a fairly good mimic will be pretty sure to bring down the house.

HOW DO YOU LIKE IT.

One of the company leaves the room, and the others fix upon some word to be guessed by him when he returns. He then goes around, asking each of the company "How do you like it?" It is better to select a word having a variety of meanings, as it is more difficult to guess. Suppose the word "stick" to be selected. One might answer that he liked it when he was out walking; another, when he was sealing a letter; another, when he met a savage dog, etc. If the questioner is unable to guess the word the first time, he goes around again, asking, "When do you like it?" and if not successful this time, he asks, "Where do you like it?" Failing in three trials, he must retire and let another word be selected. Succeeding, he must point out the person who gave him the clue, who must pay a forfeit, and go out to be puzzled in turn.



SPORTS OF ALL SORTS

CAPPING VERSES.

Every one at the table is supplied with a sheet of paper and a pencil, at the top of which is written by each player a line of poetry either original or from memory. The paper must then be folded down so as to conceal what has been written, and passed on to the right; at the same time the neighbor to whom it is passed must be told what is the last word written in the concealed line. Every one must then write under the folded paper a line to rhyme with the line above, being ignorant, of course, of what it is. Thus the game is carried on, until the papers have gone once or twice round the circle, when they can be opened and read aloud.

CONVEYANCES.

To do justice to this game it will be necessary for the players to call to mind all they have ever read or heard about the various modes of traveling in all the four quarters of the globe, because every little detail will be of use.

The business commences by one of the company announcing that he intends starting on a journey, when he is asked whether he will go by sea or by land. To which quarter of the globe? Will he go north, south, east, or west? and last of all—what conveyance does he intend to use?

After these four questions have been answered, the first player is called upon to name the spot he intends to visit.

Mountain traveling may be described, the many ingenious methods of which are so well known to visitors to Italy and Switzerland.

The wonderful railway up the Righi need not be forgotten; mulè traveling, arm-chairs carried by porters, and the dangerous-looking ladders which the Swiss peasants mount and remount so fearlessly at all times of the year, in order to scale the awful precipices, will each be borne in mind. In the cold regions the sledges drawn by reindeer may be employed, or the Greenland dogs, not forgetting the tremendous skates, that have the appearance of small canoes, used by the Laplanders; and also the stilts, which are used by some of the poor French people who live in the west of their country. Indeed, it is amazing how many different methods of conveyance have been contrived at one time or another for the benefit of us human beings.

In Spain and other places there are the diligences; in Arabia the camels; in China the junks; at Venice the gondolas.

Then, to come home, we have balloons, bicycles, wheelbarrows, perambulators, and all kinds of carriages, so that no one need be long in deciding what mode of traveling he shall for the time adopt. As soon as the four questions have been answered, should the first player be unable to name what country he will visit he must pay a forfeit, and the opportunity is passed on to his neighbor.

This game may be made intensely amusing, as will be proved by trial; and at the same time a very great amount of instruction may be derived from it.

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TOUCH WOOD AND WHISTLE.

This version of the game of Touch requires not only that to ensure safety from "He" the players should touch wood, but that they should also whistle. So soon as a player ceases to touch wood or to whistle, he is liable to fall a prey and be converted into "He."

In some parts of the country, gentlemen who happen to wear a white hat appear to have a peculiar effect upon the players, who cry, "Touch wood and whistle—man with a white hat!" And until wood is touched and a whistle performed, and so long as the white-hatted person is in sight, the unfortunate boy unable to accomplish these things is duly pinched.

GRANDMOTHER'S CAT.

This is an excellent pastime for sharpening the wits of a company, and will readily determine who possesses the greatest facility in the use of adjectives. Each member, in the first place, is required in his turn to apply to "My Grandmother's Cat" an adjective the spelling of which commences with the letter *a*. Thus, one may say, "My Grandmother's Cat is an *antiquated* cat," the next may say, "My Grandmother's Cat is an *antagonistic* cat," and so on, each member in his turn applying an adjective that has not been used before. When a member is unable to respond readily when his turn arrives he must retire, and the game is continued by the others until all the adjectives beginning with *a* that can be thought of have been used, and all the members have retired. All then start anew with adjectives beginning with *b*, and so on. A dictionary should not be resorted to.

FRENCH AND ENGLISH.

This is a game requiring strength combined with skill and judgment. Besides players the only material required is a long stout rope. Any reasonable number may join in the game, but the number most convenient, perhaps, is sixteen, divided into eight a side. The two most competent players should be selected to act as captains, and to officer the respective sides. They should alternately select their men, after having tossed for the first choice. A short line is then to be drawn and the rope placed across it, one half being on one side of the line, and the other half on the other side. The captains then take their places opposite to each other, alongside the rope, with their men behind them in Indian file, each about a yard apart, and all lift the rope with their right hands, the foremost man (generally the captain) on each side being about a yard and a half from the dividing line. A secure foothold is to be obtained by all, and upon the words, "One, two, three, ready, pull boys," being given, each side does all that strength, skill, and judgment can do to pull its opponents over the line. If a player is pulled across the line he becomes a prisoner, and retires, the game then being virtually over; for if eight succeed in pulling successfully against eight, it will be understood that the remain-

ing seven will not have much chance to withstand their victorious opponents. It does, nevertheless, happen frequently that the first victory encourages undue confidence and laxity, and if the captain of the weakened side is wise he can sometimes so advise his men as to enable them to pull over their antagonists in spite of the odds; but still, it must always be the case that the chief interest in the game rests with the first pull, and any tricks to be practised can be performed with more real effect then than after a man has been lost.

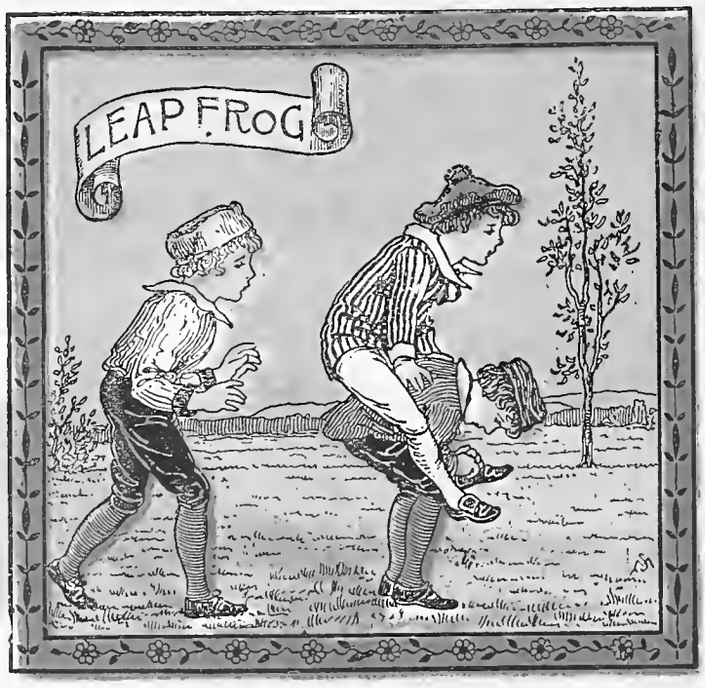
Sometimes it is allowed that a prisoner may be ransomed by any one of the same side offering himself in exchange, and it is generally well to permit this, for since the captain is usually first capture, his loss is so serious as to detract from the interest of the game by depriving one side of its most important officer.

LEAP FROG.

This is the simplest of all those games which consist in one boy giving a back for others to fly over, and is the most satisfactory in that all players are treated alike. It is capital exercise and good recreation on a winter's day when kept merrily going.

The players decide the order in which they start; the first boy then makes a back for the others to go over, and each boy, as he goes over the last back down, makes a back himself for all the players to go over. He is then entitled to go over the backs of all the others, and so on, the motion being kept up until stopped by the school or dinner-bell, as the case may be.

The distance between the backs should be about twelve or fifteen yards, and every player should give just such a back, high or low, as is required of him by the boy to take the leap.



SPORTS OF ALL SORTS

ACTING VERBS OR DUMB CRAMBO.

Half the company leave the room, while the other half agree upon some verb. The leader of the retired half is then called in and told that the verb agreed upon rhymes, for instance, with *fie*. He then retires and consults with his forces as to what the verb probably is. They decide to try the verb *buy*, and going into the room begin to *buy* of each other in pantomime, not a word to be spoken on either side, under penalty of forfeit. If they are acting the verb fixed upon, the spectators clap; if not, they hiss, and the visitors must retire, to come in and act some other verb. Supposing the verb to be *cry*, when they come in and pretend to *cry*, the spectators clap and then retire to act a verb fixed upon by the other side. Other verbs rhyming with *fie* would be die, sigh, fly, tie, vie, etc.

The illustration shows the acting of a verb that rhymes with *brink*.

CLUMPS.

Clumps is a very good game for a large party. The company divide into two sides, or clumps, and one chosen from each goes out of the room. The two decide to think of some one thing, and then come in again, and each stands in front of the clump opposite to that from which they were chosen, so that they may not help their own side. The sides are allowed to ask twenty questions, and the side which first guesses the thing chosen take into it the two who had gone out. One from each is again chosen, and the game is continued until one side has taken all the members of the other.

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THE LAWYER.

Each gentleman chooses a partner, and then all stand in a circle, except one person in the center, who becomes the lawyer. He is to ask questions of any person in the company; but the answer in every case must be given, *not* by the person addressed, but by his or her partner. If the person spoken to makes answer, or if the partner fails to do so promptly, the person so answering, or failing, as the case may be, must take the lawyer's place. By asking questions rapidly, and turning quickly from one side of the company to the other, some one is sure to get caught.

Sometimes it is more convenient for the company to sit in a double line, face to face, each one opposite his partner.

I LOVE MY LOVE.

This is a game which, if kept up sharply, will be very interesting. The leader begins by saying, "I love my love with an A, because she's accomplished; I hate her with an A, because she's absurd"—or because of some other qualities described by words beginning with the letter A. The next player repeats the same sentences, except that she uses the letter B, and words beginning with that letter, in describing her love. For instance, "I love my love with a B, because he's bright; I hate him with a B, because he's barbarous." The next player uses the letter C, and so on, in alphabetical order, except the letter X, which will have to be skipped because there is no English word beginning with that letter. The game may go around the circle, or each player who repeats the sentences may call on whom he pleases to continue the game. This keeps the entire company on the watch, and, if the responses are prompt, adds to the interest of the game.

SEARCHING BY MUSIC

Is a very pleasant and interesting game. One of the company retires from the room, and a handkerchief, ring, charm, bracelet, or other small article, is hidden. Then some one sits at the piano, and the absent one is called in, and told to search for the missing object. The musician is to indicate by the strains upon the piano, when the searcher approaches the hidden article. If he is away from it, the music is low and mournful; as he comes near to it the music becomes louder and lively, bursting into a triumphant strain as he discovers the prize.

THE MAMMOTH SNEEZE.

If there are enough people to take part, "the mammoth sneeze" will have a very forcible and laughable effect. Divide the company into three divisions, of five or six each. The persons in the first division are to say, when the signal is given, "Hish!" emphasizing the first "h;" the second division must say "Ash!" while the third says "Osh!" The leader counts "One, two, three," and at the last word the three divisions shout their syllables with all the force they can muster.

SPORTS OF ALL SORTS

WHERE IS YOUR LETTER GOING?

This is a lively game, and will cause a great deal of fun. One of the company becomes postman, and is given pencil and paper. The others take seats in chairs arranged in a circle. The postman then goes to each of the company, giving every one the name of some city or town, which he notes on the paper. He then announces, for instance, "My letter is going between Boston and Chicago." Immediately the names are mentioned, the persons representing those cities must change places, the postman at the same time endeavoring to get a seat. If he succeeds, the person losing becomes postman, and announces letters going between New York and San Francisco, Lowell and New Orleans, and other places, the persons named changing seats every time. Failure to answer to name involves a forfeit. Should the postman say, "I have letters to go all over the country," every person in the room must rise and change seats, and in the scramble the postman is pretty sure to get a seat. Any one failing to change, must pay a forfeit. Many laughable scenes are sure to occur.

THE FLOUR DRUMMER.

One person becomes the flour drummer, and tries to sell his flour to members of the party, who must answer promptly every question he asks, but without using the words *flour*, *I*, *yes*, and *no*. This will require sharp watching, as some one is almost sure to get caught. The drummer might ask, "Do you want any flour to-day?" The answer, "No, I don't care for any," would involve two forfeits for using *I* and *no*. "Don't care for any," would avoid the forbidden words. The drummer may vary his questions, praise his goods, and in every way endeavor to get some one to use one of the words. The person so doing must take his place and also pay a forfeit.

THE EMPEROR OF MOROCCO.

This is one of those games in which the art consists in preserving an immutable gravity, under every provocation to laugh. In "The Emperor of Morocco," two of the players, generally one of each sex, advance with measured steps into the middle of the room, ceremoniously salute each other, and the following dialogue takes place, the speakers being compelled to look one another full in the face :

First Player.—The Emperor of Morocco is dead.

Second Player.—I'm *very* sorry for it.

First Player.—He died of the gout in his left great toe.

Second Player.—I'm *very* sorry for it.

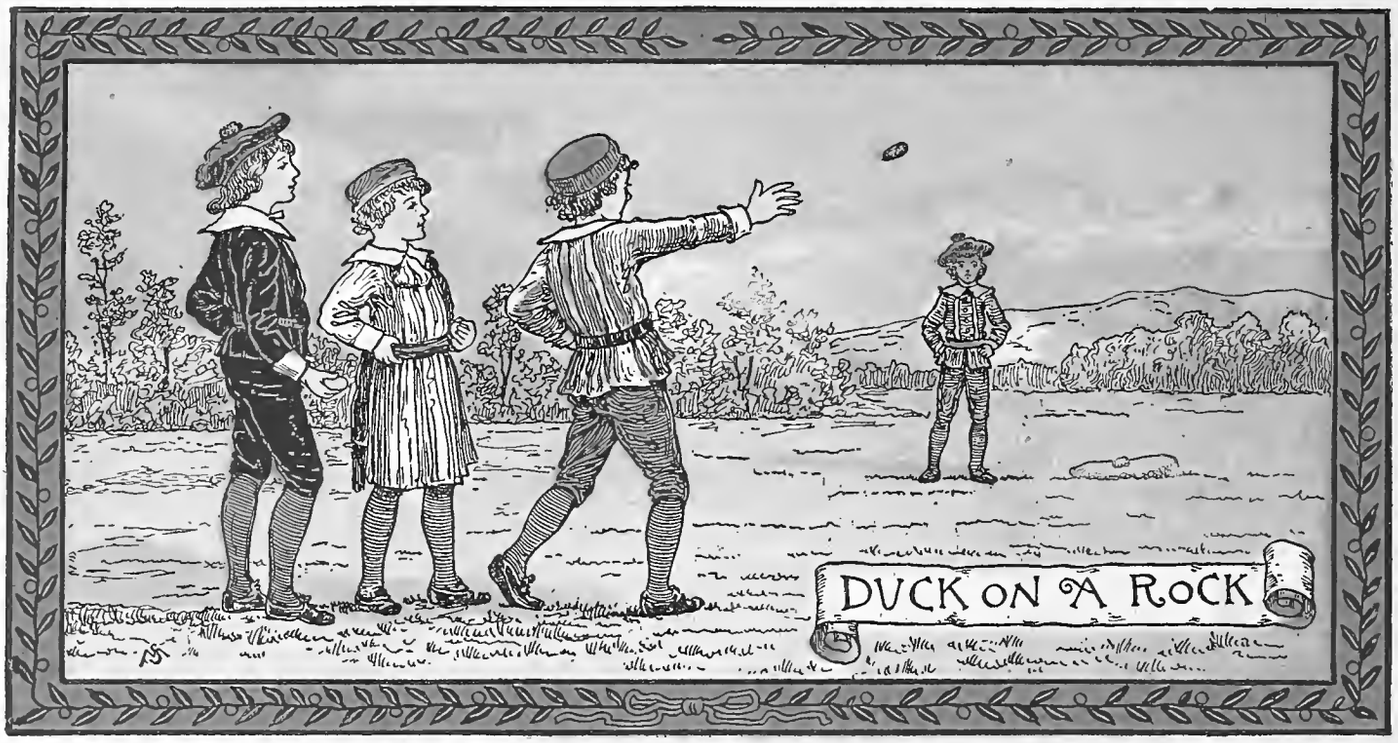
First Player.—And all the court are to go into mourning, and wear black rings through their noses.

Second Player.—I'm *very* sorry for it.

They then bow again, and retire to their places, while another pair comes forward to go through the same impressive dialogue ; and so on, till the game has gone all round the circle, a forfeit being the penalty for the slightest approach to a giggle.

DUCK ON A ROCK.

A rough lump of stone is set up for a block, and the players should each be provided with a stone about the size of a base-ball. A line is then to be drawn about fifteen to twenty yards from the block, the ground beyond the line being known as "home." The players then standing at home "pink for duck," that is, they throw their stone towards the block, and he whose stone remains farthest from the block is first Duck.



Duck then places his stone upon the block and takes his place beside it. The remaining players then throw their stones so as to try and knock off the duck-stone, but if their throws fail their stones are seized by the Duck, and they cannot touch them, except at the risk of being made Duck, unless one of their fellows is successful in dislodging the duck-stone. When the duck-stone is knocked off a general stampede to get home takes place, but if the Duck can replace his stone on the block and touch anyone running home, the one so running is made Duck; but sometimes when a sharp player is so touched, he will immediately run and place his stone on the block, and touch the former Duck again, before he has had time to recover his stone and run home. Upon this being done the new Duck does not lose his freedom.

If, however, as often happens, Duck's stone remains secure on top of the block after all have had their throw at it, the players are at Duck's mercy, and have to make terms with him to get home again. They, or any one of them, may propose to take a *jump* home; that is, to take the

stone between the feet and make for home so loaded, by short jumps; or a "heeler" may be asked for, which is a kick by the heel of the stone homeward; or another alternative is to apply for a "sling," which consists in working the stone on to the fore part of the *foot*, and from there giving it a jerk towards home. If in attempting either of these the player fails in the "jump" by dropping the stone, or in the "heeler," or "sling," by heeling or slinging the stone short of home, then he becomes Duck, and the block being by that means uncovered, the remaining players are all released and run home.

When any player is attempting a "jump," a "heeler," or a "sling," no other player must attempt to get home, as Duck's attention will be fully taken up with the one who is endeavoring to come to terms with him.

QUAKER MEETING.

In this game the girls must sit in a row on one side of the room, and do nothing but twirl their thumbs, If they talk or laugh they must pay forfeits. The boys sit on the other side of the room, and the leader says, "Verily, verily, I do say," which must be repeated by every person on his side of the room, each slowly twirling his thumbs. The leader then says, "That I must go this very day;" to be repeated as before. The leader, "To visit my sick brother, ZACH-AH-RI-AY." Repeated by all the boys. Then the leader gets up and kneels in the middle of the room, facing the girls, slowly twirling his thumbs, and looking very solemn. His action is imitated by the next boy, who kneels beside the leader, just as close to him as it is possible to get. All the other boys then join

in the row, all still slowly twirling their thumbs. When all have been kneeling in silence about a minute, the leader gives a sudden push on the one next him, when the whole row will go down like a pack of cards. The girls are strictly forbidden to laugh or to stop twirling their thumbs, under penalty of forfeits.

A GOOD FAT HEN.

This is a game which tests the quickness of the memory, and is likely to be productive of numerous forfeits. The leader gives a sentence, which must be repeated correctly and without laughing, by every one in the room. The leader then adds to it, and the whole is repeated as before. For instance: The leader says, "A good fat hen." This is repeated by each player. The leader then says: "Two ducks and a good fat hen," which must be repeated by each in order. The next addition is: "Three wild geese," which must be repeated by all, with the sentences previously given. Then comes "Four plump partridges;" next, "Five pouting pigeons;" next, "Six long-legged cranes;" next, "Seven green parrots;" next, "Eight screeching owls;" and last, "Nine ugly turkey buzzards." So that, the last time the repetition goes around, it will be like this: "Nine ugly turkey buzzards, eight screeching owls, seven green parrots, six long-legged cranes, five pouting pigeons, four plump partridges, three wild geese, two ducks and a good fat hen." Any omission or hesitation imposes a forfeit.

THE VOWELS.

This is a game which will give good exercise to the mind. Some player begins by asking a question of the person next him, which must be answered in words not containing any one vowel which the questioner interdicts. Thus: The player says, "Have you heard Patti?" Answer without "A." The reply would be, "Yes, but only once," or "No, I've not." Then the one who replied asks of his next neighbor, for instance, "Were you ever in Europe?" Answer without "O." The reply, "I have never been there," would avoid the vowel interdicted. Thus the questions and answers go around the circle. Any person giving an answer containing the forbidden vowel, must pay a forfeit.

TEN QUESTIONS.

The company may be divided into sides, each half selecting a word, the object of one side being to find out the word selected by the other. The words must be names of something well known to both sides; words of two or more meanings, such as pen, post, mail, rail, deer, are the best to select, as the answers may be more varied, and the word thus more difficult to guess. Each side asks questions of the other, which should be answered in a plain, matter-of-fact, truthful way. A record of the questions asked is to be kept, and the side guessing the hidden word, in the fewest questions, is victorious.

The game of *Twenty Questions* is played in the same manner, double the number of questions being granted.

SPORTS OF ALL SORTS

PROVERBS.

This is a guessing game. One of the company leaves the room, while the others select some proverb, such as "There's many a slip between the cup and the lip;" "When doctors disagree, who shall decide?" "All is not gold that glitters." The words making the proverb are assigned, one to each player; if there are not enough words to go round, assign them over twice. Then the one who has retired must be called in, and he is to ask a question of each player, the answer in every case to include the word assigned to the person addressed. Supposing the proverb was "All is not gold that glitters," the first question might be, "How do you do this evening?" and the answer, "Oh, I'm all right." The second, "What time is it?" and the answer, "It is ten o'clock." The third, "When are you going to Boston?" and the answer, "I'm not going for several days." The fourth, "How old are you?" and the answer, "I'm about twenty-six, but many gold dollars are older." By this time the guesser would probably have a clue to the proverb, and would venture a guess. If he should hit it right, the person who gave him the clue must pay a forfeit; if he should fail to guess the proverb in three attempts, he must pay a forfeit and retire to become the questioner again.

SHOUTING PROVERBS.

One of the party leaves the room, while the others select some proverb, the words being assigned to members of the company. Should there be more persons than words, assign the same words to two or more persons, as in the game of "Proverbs," but the number of words must not exceed the number of players. The person who is out of the room must then be called in, and at some signal previously agreed upon, such as dropping a handkerchief by the leader, or counting "one, two, three," all must shout in chorus the words assigned them, and the person called in must guess the proverb from the din. If he does not succeed he must retire and try again; but if he does, the person whose voice gave him the clue to the proverb must take his place.

QUAKER HOW IS THEE?

The company sit in a circle, repeating the following dialogue:

"Quaker, Quaker, how is thee?"
"Very well I thank thee."
"How's thy neighbor next to thee?"
"I don't know, but I'll go and see."

The first speaker makes a rapid motion with his right hand—after going around the circle, the same is done with the left hand, etc., till every member of the body is in motion.

Sometimes the words are:

"My father sent me to you, sir,
"What for, sir?"
"To do as I do sir."

Or,

"Abraham has seven sons, seven sons has Abraham."
"They do as I do, they do as I do."

SPORTS OF ALL SORTS

DANCING FOR THE CAKE.

The cake is placed on a table and the dancers begin all at once in a large ring to dance around. He who holds out longest wins the cake.

MUSICAL NEIGHBORS.

Half of the company are blindfolded and seated in every alternate chair. The others seat themselves in the vacant chairs, and sing some popular tune. Those blind-folded must name their right-hand neighbor.

MUSICAL FRIGHT.

In this game a young lady sits at the piano, and the chairs in the room are arranged in a double row, backs to backs, there being one less chair than players. The pianist strikes up a lively tune, while the players, hand in hand, dance around the chairs in time to the music. Suddenly, in the middle of a bar, the pianist stops playing, when all the players must let go hands and scramble for seats. As there is one less seat than there are players, some one will be left. He is then out of the game. The number of seats must now be reduced one, and the game be continued as before, and so on, until only one chair is left. The contest between the last two persons to see which shall get the chair will be quite amusing.

If there is no musical instrument in the room, some one may sing, or read, or recite a poem, stopping very suddenly.

PRESBYTERIAN DANCE.

Form in a circle, dancing the grand chain, or right and left all around at the same time singing "Auld Lang Syne." Begin very slow measure, gradually increasing until a romp ensues.

THE SPANISH DWARF.

A young lady's hands are to be put into a child's socks and little shoes. She is to disguise her face—if known to the company—as effectually as possible. To do this, a *piece of black sticking-plaster put over one of the front teeth,* or over both, will prove very effectual; a little rouge or whitening the face will also help. Then she puts on a bonnet, shawl, &c. Another player stands behind her, and passes her arms round her. They stand behind curtains which are drawn so as to conceal the young lady behind entirely, except her arms, and a table is placed in front of both. The front player puts her hands, dressed in shoes, on the table; the little girl behind her supplies, as we have said, arms and hands to the figure; and, if well managed, when the visitors are summoned "to see the dwarf who tells fortunes," they will be struck by the illusion of the pigmy apparently standing on the table.

The dwarf is expected to be funny enough to make the guests laugh heartily.

A male dwarf can be made by arranging shawls or curtains about a table behind which one sits with his hands in a pair of boots resting on the table. A boy behind the man reaches his arms over the other's shoulders. A loose cloak is arranged over all.

MAGICAL MUSIC.

One goes out and a handkerchief is hidden. One plays on the piano and indicates by the music when the finder is near the hiding place. When far away, the music is low, but becomes louder as the right spot is approached. This can be varied by giving the player something to do.

SPORTS OF ALL SORTS

WHAT AM I DOING?

Six, seven, eight, or more players take their seats in a straight row. Behind them the person chosen to lead the game takes his stand. Placing himself exactly behind the player seated on the top chair, he then begins to conduct himself in the most absurd manner possible; for instance, making some ridiculous grimace, shaking his fist, or any other comical antic that may suggest itself to him. After doing this for a minute or two, he then says to the player seated before him, "What am I doing?" Should the unfortunate individual be unable to answer correctly he must stand up, and until permission be given him to desist, must imitate in silence the antics the nature of which he was unable to discover. More frequently than not the guesses are quite wide of the mark, consequently the spectacle is most laughable when five or six of the company are all occupying the enviable position above described.

WHAT IS MY THOUGHT LIKE?

This is a pleasant fireside game that, without requiring any very great depth of thought, is made all the more interesting by the ready wit and natural ability of the players. Some particular thing is fixed upon by one of the company as a subject of thought. He then asks each one in turn what his thought is like. They say anything they choose; a rainbow, a waterfall, a monkey, an umbrella, or whatever may occur to them. The leader then informs the company what his thought was, asking each one in turn to draw a resemblance between it and the object fixed upon as a comparison. It not unfrequently happens that the best reply is given by one whose task appears to be the most difficult, owing to the utter dissimilarity of the two objects compared; an ingenious player being able to detect some point of resemblance, between two things so totally unlike each other as to be almost ridiculous.

THE TELESCOPIC GIANT.

Place a mask on the end of a stick about five feet long, with a cross piece to represent arms. Around the neck tie a cloak long enough to reach the ground. About two feet from the bottom the lower end must be fastened to the performer's waist, that when the head is lowered the cloak may fall in folds. By raising or depressing the pole the figure may become a dwarf or a giant.

This can also be made by placing a small boy on the shoulders of a man.

A giantess can also be made.

PLUM PUDDING.

The company sit at a table with a plate for the "plum pudding." Each takes the name of some article of food or something used at meal times. One tells a story, and at the word *plum-pudding* spins the platter, and names one of the company, who must continue the story and keep the platter spinning. *Plum-pudding* must be brought into each story, and the platter must not be allowed to fall.

SPORTS OF ALL SORTS

STOOL OF REPENTANCE.

The players seated round the room, a stool is placed in the center, which one of the company volunteers to occupy while certain charges are being made against him. One person acting as Lord President then goes round the room, inquiring of each player what charge he or she has to make against the culprit, who is humbly sitting on the stool of repentance. All the accusations are whispered into the president's ear, who will do wisely, should the party be a large one, to be supplied with paper and pencil, and attach to each accusation the name of the person who makes it. All being in readiness, the president then begins by saying, "Prisoner on the stool of repentance, you are accused of (being conceited, or noisy, or vain, etc.). Can you tell me the name of the person who makes this serious charge against you?" Should the prisoner guess rightly, the accuser must pay the forfeit, and prepare himself to take the place of culprit in the next game; but, on the other hand, should the prisoner guess wrongly, he must pay the forfeit himself, and keep his seat on the stool of repentance. It sometimes happens that when the prisoner has, at an early stage of the proceedings, guessed correctly, and by so doing has earned his freedom, he still wishes to hear the rest of the accusations. If such be the case, he is entitled to have his wish gratified, being willing, of course, to pay a forfeit for every mistake; and when all have been heard (if he has succeeded in guessing rightly more than once), he has the privilege of choosing the next culprit to occupy the seat that he has vacated.

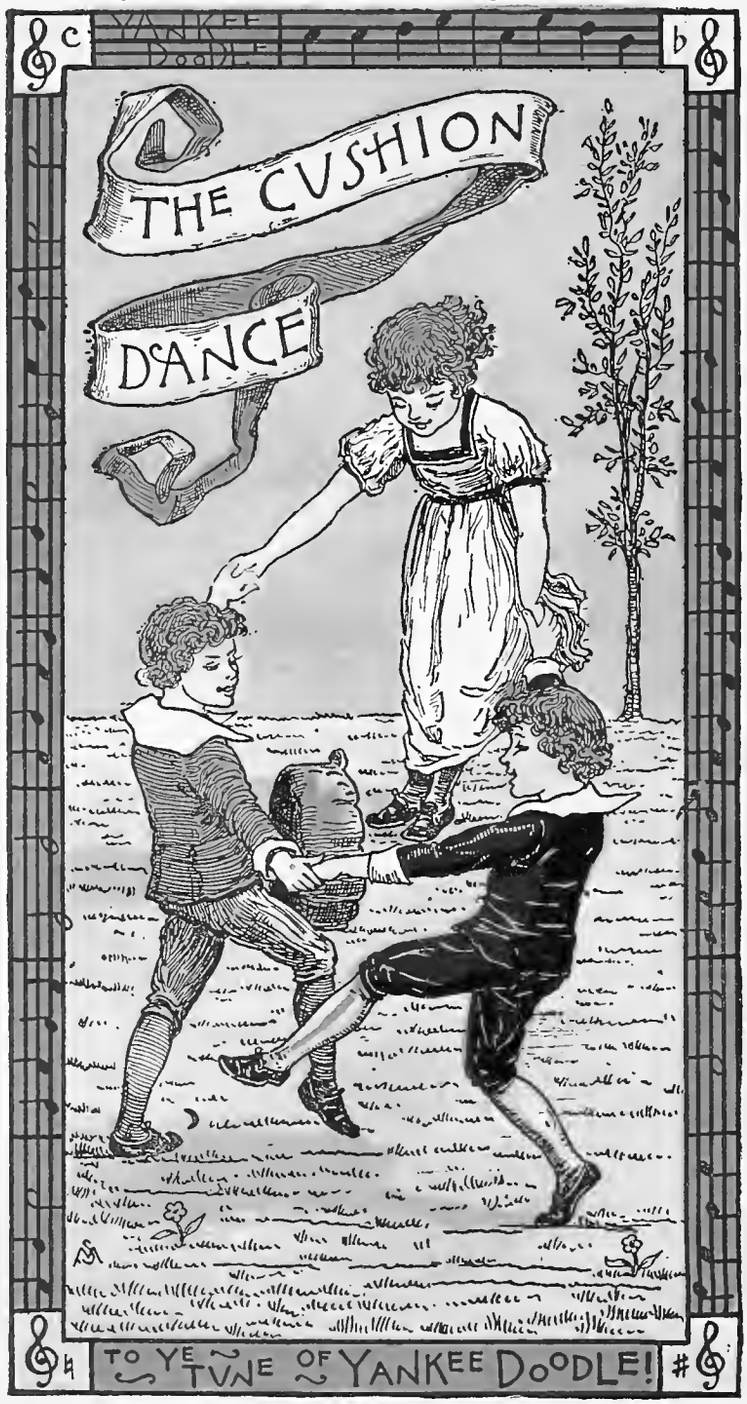
PERSON AND OBJECT.

Two of the company leave the room together, and after due consultation agree to think of some particular person, either historical or otherwise, and about whom they shall be prepared to answer any question which may be put to them by their friends. Not merely, however, as in other games, is some particular person thought of, but also something belonging to him; for instance, part of his dress, his favorite dog, his friend, or perhaps some peculiarity by which he is so well known that it has actually become part of himself; and on returning to the room, one of the two who have been absent must represent the person, and the other the object. In turn they must then submit to be questioned by the company, who will alternately address themselves, first to the person, then to the object. Supposing Mr. Gladstone to be the person fixed upon, his axe might be chosen for the object, or Cromwell and his wart, or Lord Beaconsfield and his little curl. While the questioning is going on, the person must not volunteer any information relative to the object, neither must the object give any light relative to the person; each must accurately but briefly speak for himself alone until the company succeed in guessing who and what have been the subject of thought.

SPORTS OF ALL SORTS

THE CUSHION DANCE.

A hassock is placed end upwards in the middle of the floor, round which the players form a circle with hands joined, having first divided themselves into two equal parts, so that they can take sides in the game.



The adversaries, facing each other, begin business by dancing round the hassock a few times; then suddenly one side tries to pull the other forward, so as to force one of their number to touch the hassock, and to upset it.

The struggle that necessarily ensues is a source of great fun, causing as much or even more merriment to spectators of the scene than to the players themselves. At last, in spite of the utmost dexterity, down goes the hassock or cushion, whichever it may be; some one's foot is sure to touch it before very long, when the unfortunate individual is dismissed from the circle, and compelled to pay a forfeit.

The advantages that the gentlemen have over the ladies in this game are very great; they can leap over the stool and avoid it times without number, while the ladies are continually impeded by their dresses. It generally happens that two gentlemen are left to keep up the struggle, which in most cases is a very prolonged one.

AFTER THE ACCIDENT.

Rest two canes on the shoulders of two men. The one behind having a pair of boots on his hands, rests them on the shoulders of the one in front. His head is thrown backward on a small pillow, and there must be a pillow dressed like a man for the body.

With longer canes, a taller man can be made.

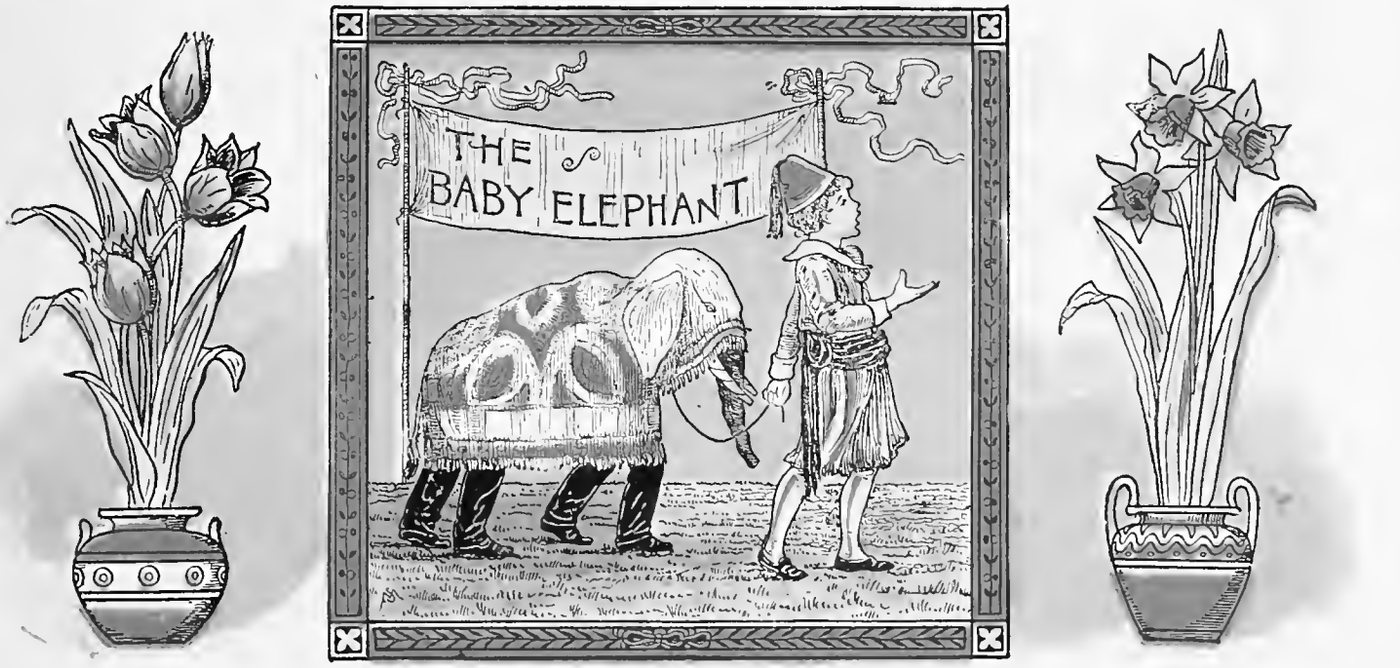
SPORTS OF ALL SORTS

THE BABY ELEPHANT.

A very good imitation of a Baby Elephant can easily be got up by two or three of the company, who are willing to spend a little time and trouble in making the necessary preparations. In the first place a large grey shawl or rug must be found, as closely resembling the color of an elephant as possible. On this a couple of flaps of the same material must be sewn, to represent the ears, and also two pieces of marked paper for the eyes. No difficulty will be found in finding tusks, which may consist of cardboard or stiff white paper, rolled up tightly, while the trunk may be made of a piece of grey flannel also rolled up. The body of the dear little creature is then constructed by means of two performers, who stand one behind the other, each with his body bent down, so as to make the backs of both one long surface, the one in front holding the trunk, while the one behind holds the tusks one in each hand. The shawl is then thrown over them both, when the result will be a figure very much resembling a little elephant. When all is complete, the services of a third performer should be enlisted to undertake the post of keeper to the elephant. If the person chosen for this capacity has great inventive faculties, the description given by him may be made to add greatly to the amusement of the scene.

THE GIRAFFE.

A very good imitation of a Giraffe may be contrived, on the same principles as those adopted in constructing the Baby Elephant. Provided with an animal's head as nearly like that of a Giraffe as possible, no more difficulty need be feared. First of all, the head must be fastened to the end of a long stick. One of two perfor-



mers must then hold the stick aloft while his companion, standing close behind, must place himself in a stooping position, so as to make the outline of his own person like that of the lower part of the Giraffe's body. The long stick will, of course, form the neck of the animal, and the first performer will form the front part of the body. A cloth is then pinned round the stick and round the bodies of the two performers, leaving the legs, of course, to represent the legs of the Giraffe. A rope tail must be stuck in by some means or other, and if cleverly managed, it is astonishing what an excellent imitation of the real animal can thus be manufactured.

A MENAGERIE.

A whole menagerie can be made with a little ingenuity. A Duck, by placing a board on a boy's back and covering all with a shawl. Newspapers cut into strips for the tail, and the head made out of cloth or paper. The Elephant by two men bending their bodies at right-angles, the one behind placing his hands upon the hips of the other and covering all with a grey shawl, making tusks, and a trunk, and so on.

THE WILD BEAST SHOW.

As the leader of this game will require the help of at least two of the party to assist him in his exhibition, he should, if possible, select those who have already been initiated into the mysteries of the game. Retiring with his two or three friends into another apartment, he will contrive some means of fixing his menagerie behind a large curtain. In the absence of the curtain a kind of temporary screen might easily be fixed, just to give the whole affair an appearance of importance. On a small table a looking-glass should then be placed, but must be hidden from view. The leader must then take his post at the door of his establishment, and in an emphatic manner extol the beauty and value of the animals he has on view, while his partisans, crouched behind the curtain and out of sight, must, in the meantime, imitate loudly the cries of different wild animals, aiming to make the *hee-haw* of the donkey more conspicuous than any other sound. Spectators are invited to enter. On consenting to do so, each one is asked which animal he would like to see first, and whatever he says, he is shown his own image in the mirror. The great aim is to prevail upon the visitors to view the magnificent donkey that is to be heard braying, when, of course, they see nothing but their own face reflected in the looking glass.

This game, though not one of the most refined, has had the charm, we may say, hundreds of times of causing many a hearty laugh.

EGYPTIAN MUMMIES.

A few who have never seen the game must be blindfolded. Then double up their right hands and mark a face upon them with burnt cork. Dress them in a long white skirt as a baby and place the hands upon the left arms. Then take off the bandages.

SPORTS OF ALL SORTS

THROWING LIGHT.

This game is a wonderfully interesting one, though, like all others, its success depends very greatly upon the amount of energy that is thrown into it by the players. A word is chosen to be the subject of conversation by two of the party, and must be known to themselves only. It should be a word to which several meanings are attached, so that the remarks made in reference to it may be ambiguous and puzzling to the rest of the company. The two persons who know the word begin a conversation, referring to the word in all its different meanings, the others being allowed to add their remarks as soon as they have guessed what the word is.

Supposing the word fixed upon to have been *Hare*, which is also spelt in another way, the conversation could be very easily sustained in something like the following style :

1*st player*.—" I saw one the other day when I was out driving in the country."

2*nd player*.—" I had one sent for a Christmas box."

1*st player*.—" My own is dark brown."

2*nd player*.—" And mine is nearly black."

1*st player*.—" Do you like it hot or cold."

2*nd player*.—" Between the two, I think."

Here some one who has discovered the word may remark, "Don't we read of some one in the Bible who might have lived longer if he had not possessed quite so much of it?" Thus the chat runs on until the players, one by one, as they guess the word, are entitled to take part in the conversation. The penalty for making a mistake and joining in the conversation before the right word has been discovered, is to have a handkerchief thrown over the guilty person's head, which must be kept on until the word is really found out. The words Lock, Ball (Bawl), Deer, Pen, Belle, Bean, Seal , Pain (Pane), Boy, Handel, (Handle), Whale (Wail), and similar words with two or three meanings, are such as will be required.

THE ARTISTS' MENAGERIE.

A pencil and a piece of paper of moderately good size are given to the players, each of whom is requested to draw on the top of the sheet a head of some description, it may be a human head or that of any animal, either bird, beast, or fish. As soon as each sketch is finished the paper must be folded back, and passed to the left-hand neighbor, no one on any account looking at the drawing under the fold. The body of something must next be drawn. As before, it may be either a human body or that of any animal, and the papers must then be again folded and passed to the left. Lastly, a pair of legs must be added, or it may be four legs, the number will depend upon the animal depicted. The productions all being complete, they are opened and passed round to the company, who will be edified by seeing before them some very ridiculous specimens of art.

THE AUCTION.

A variety of ridiculous articles are done up in paper parcels, which the auctioneer sells to the highest bidder ; the contents, of course, being unknown.

SPORTS OF ALL SORTS

THE JOLLY MILLER.

The Jolly Miller is a game that may be played either in the open air or in the drawing-room, therefore it may be allowed to take its place among the list of round games. Not being generally considered, however, one of the most refined of recreations, a good large empty room, or a servants' hall, will be quite as suitable for its performance as the drawing-room. Each gentleman chooses a lady for a partner, excepting one who may be kind enough to volunteer to be the miller. This solitary one takes his stand in the middle of the room, while his companions, in couples, arm in arm, walk round him singing the following lines :—

" There was a jolly miller who lived by himself.
As the wheel went round he made his wealth ;
One hand in the copper and the other in the bag,
As the wheel went round he made his grab."

At the word "grab" every one must change partners, and while the transition is going on the miller has the opportunity given him of securing for himself one of the ladies. Should he succeed in doing so, the one necessarily left without a partner must take the place of the Jolly Miller, when he, like his predecessor, must occupy his lonely position until he is fortunate enough to steal a young lady from one of his friends.

THROWING CARDS INTO A HAT.

A few persons sit in a circle with a hat in the center of the floor. The object is to see who can throw the most cards into the hat.

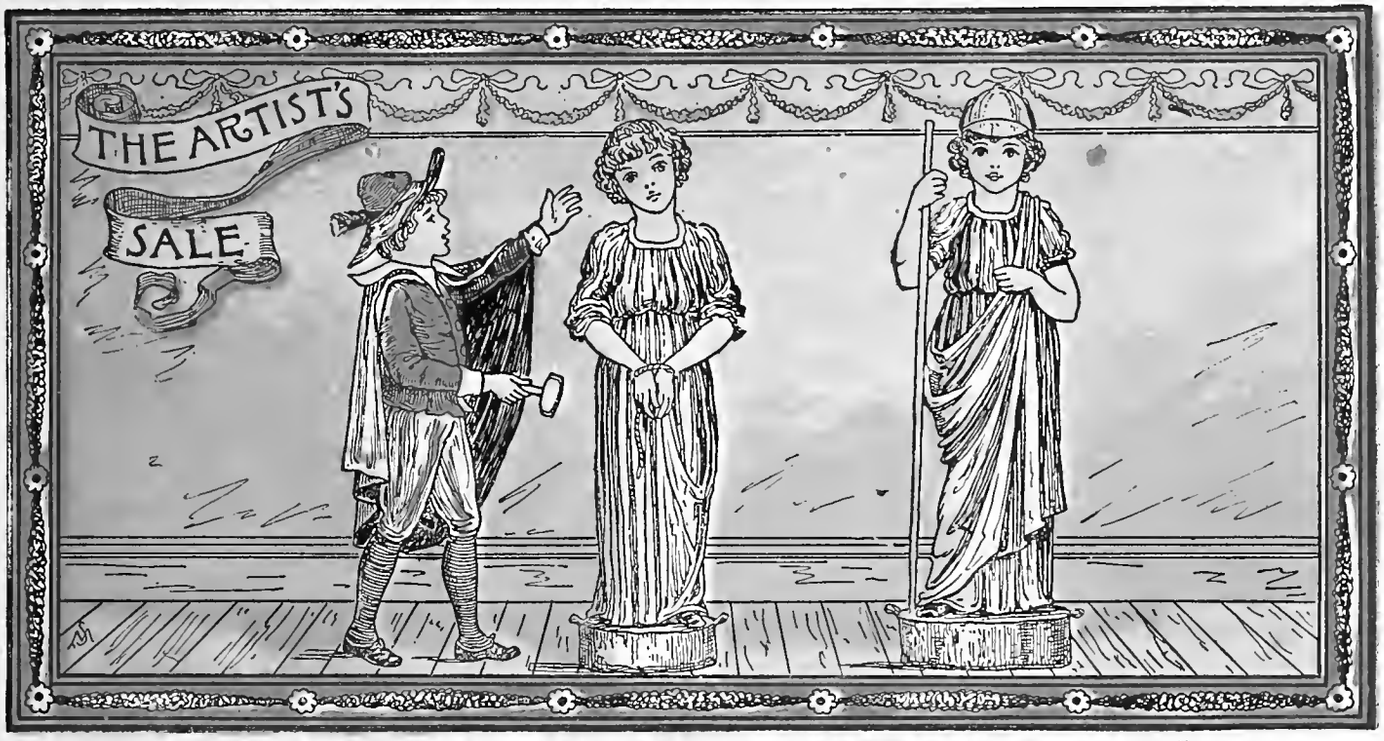
SPORTS OF ALL SORTS

THE ARTIST'S SALE.

A certain number of the company take the part of statues. The artist then disposes of his works of art, either by auction or private sale.

METAMORPHOSES.

Put on a loose coat hind side before, a wig over the face, and a false face on the back of the head. If this is done by eight persons a cotillion may be danced.



Cover a long narrow table or two chairs with a cloth, under which lies a man holding in each hand a stick crosswise. Dress this with coat and hat, and make the two fight over the table.

Paint on each side the neck two black stripes about half an inch wide, about an inch from the middle of the throat, and put on a high collar. Bury the chin in the collar, and slowly draw the neck out to its utmost length. Repeat this rapidly.

A boy or short man with a broom covered with cloaks and a hat, enters the room with his back to the company as if examining the pictures. The body can be lengthened or shortened.

Make an entire set of features on the forehead with India ink or lamp black. Cover the rest of the face with a white choker and cravat. By moving the eyebrows the moustaches will appear to move.

Or :—

Take some one with very light eyebrows and no moustache. Paint eyes and eyebrows on the forehead, and connect them with the bridge of the nose. Paint heavy black moustaches.

SPORTS OF ALL SORTS

PORTRAITS.

A frame about the size of an ordinary portrait frame, is placed upon a table, the space around draped with shawls. The portraits may be arranged as in tableaux, or the figures may glide in slowly.

EYES.

Stretch a sheet, or newspaper, across one end of the room with various holes cut in it. Some of the company stand behind and place their eyes in the opening, to see if they can be recognized. The hands or any part of the face can be applied.

Curious effects may be obtained by observing the following directions :—

Paint four grotesque figures on a curtain allowing a space to exactly admit a person's face. Singing adds to the effect.

TRICKS.

Two persons kneel on one knee, one holding a lighted candle and the other one unlighted. Without losing their balance, they must try to light the candle.

One, blindfolded, stands before a table, upon which is a lighted candle. He must take three steps backward, turn around three times, and walking forward try to blow out the candle.

Place a cork on top of a bottle or a table. Stand in front of it, fix your eyes on the cork, walk slowly backwards ten or twelve feet, extend your right hand, close one eye, and walk forward, till you think you are near enough to knock the cork off with one blow of your finger.

Two persons, blindfolded, must shake hands starting from opposite sides of the room.

Pin a piece of paper to the wall. One, blindfolded, starts some feet from it and tries to touch it.

THE RESTING WAND.

It is necessary in playing the Resting Wand that at least two people should be acquainted with the mystery attached to it, and that they should make an arrangement with each other beforehand to understand each other's movements. One of these two persons is blindfolded, and placed with his back to the company, while his companion, with a staff in his hand, stands facing them. The latter of the two then begins an animated conversation with his friends, trying when talking to them to make frequent mention of their names. Stopping occasionally, he touches some one with the wand, saying at the same time to his friend, who is blindfolded, "On whom does the wand rest?" Strangers to the game will not all at once perceive that the wand is always made to rest on the person who was the last but one to speak, and that it is on account of this arrangement that the blinded person is able to mystify his friends by answering correctly the question, "On whom does the wand rest?"

SPORTS OF ALL SORTS

THE BIRD-CATCHER.

One of the party is chosen to be the Bird-catcher. The rest fix upon some particular bird whose voice they can imitate when called upon, the owl being the only bird forbidden to be chosen. Then sitting in order round the room with their hands on their knees, they listen to the story their master has to tell them. The Bird-catcher begins by relating some incident in which the feathered tribe take a very prominent position, but particularly those birds represented by the company. Each one, as the name of the bird he has chosen is mentioned, utters the cry peculiar to it, never for a moment moving his hands from his knees. Should the owl be referred to, however, every one is expected to place his hands behind him, and to keep them there until the name of another bird has been mentioned, when he must, as before, place them on his knees. During the moving of the hands, if the Bird-catcher can succeed in securing a hand, the owner of it must pay a forfeit, and also change places with the Bird-catcher.

We must not forget to observe that when the leader or Bird-catcher, as he is called, refers in his narrative to "all the birds in the air," all the players are to utter at the same time the cries of the different birds they represent.

THE DUTCH CONCERT.

Each selects an instrument and imitates its sound, one at the piano playing a popular tune.

WHO WAS HE?

This game is not unlike the game of "Person and Object," though by many people it is considered superior. The first player begins by mentioning four distinguishing traits, of either character or person, belonging to some remarkable individual of whom at that present moment he is thinking. Supplied with these four facts the company are expected to guess the name of the person at once, instead of having a number of guesses, as in similar games of the kind; indeed, for every wrong guess a forfeit can be claimed.

THIS AND THAT.

The trick in this game that must be understood by the two of the company who are to take the leading part in it, is nothing more than that the word *that* is to precede the article that has been chosen for guessing. For instance, one of the two players acquainted with the game goes out of the room while an article is chosen by one of the company as *the object* to be guessed. The absent one is then recalled, when the second player acquainted with the game remarks that something in this room has been touched, and requests him to name the article.

"Do you think it was this music book?"—"No."

"Was it the arm-chair?"—"No."

"Was it the writing desk?"—"No."

"Was it this chair?"—"No."

"Was it that bracket?"—"Yes."

The performance may be repeated until the secret has been discovered.

SPORTS OF ALL SORTS

THE FEEDERS.

Two persons, blindfolded, must try to feed each other with flour, or rice;

Or:—

One is blindfolded and the others feed him with water until he guesses who is feeding him.

CLAIRVOYANCE.

One is seated, blindfolded. His accomplice says "Silence," and then, "Stop, stop, stop, stand, stop, where do I stop?" pointing to various members of the company. He stops at the person who spoke last.

The accomplice leaves the room and one object is decided upon, which he is to guess. The catch is in the leader asking questions, altering the catch-word each time. In the first instance placing *a* before the object, then *the*, next *this*, and then *that*.

Or, the object is known by the leader pointing to something black just before the object itself, or a thing with four legs, or naming it after one beginning with a vowel. Almost any arrangement may be made between the two.

One goes out, a small article is chosen, and the room darkened. The accomplice within places his watch near the article chosen. There must be silence on the part of the company.

I HAVE A CHICKEN.

One sentence at a time is repeated by each, every time the question going back to the leader.

"I have a chicken."
"Can she walk?"
"Yes, she can walk."
"Can she talk?"
"Yes, she can talk."
"How does she talk?"

Each must crow.

SPORTS OF ALL SORTS

FLOUR AND THE RING.

Make a mould with a cup of flour and place a ring on top. Each must cut off a slice, and the one who causes the ring to fall must take the ring out with his mouth.

PANTOMIME.

Songs and Ballads are sung, while some of the company act them out in pantomime.

GENTEEL LADY.

A very amusing game for the evenings is that of *Genteel Lady*. The party having been arranged in a circle, one of them turns to her left-hand neighbor and says, "Good morning, genteel lady, always genteel; I, a genteel lady, always genteel, come from **that** genteel lady—pointing to her right-**hand** neighbor—always genteel, to tell you that she has a bird (or whatever you like). The person addressed then says the same words to her left-hand neighbor, adding something else about the bird—namely, it has a long tail, a plumed head, etc. It goes on round the circle, every one adding something to the description, until the subject is exhausted. Any one who makes a mistake has to wear a horn of twisted paper on her head, and is addressed as "one-horned lady, always one-horned," or two-horned lady, according to the number of mistakes she makes.

BURIED CITIES.

Form sentences with the name of a city buried, so that it is not easily recognized. It may be in two or more words, but the letters must occur in regular order.

SPORTS OF ALL SORTS

ADVERBS.

An adverb is chosen. The one who goes out must guess the adverb by the manner in which the questions are answered.

THE CRITICS.

This is an amusing game if played by a good-natured party. One is selected to gather up the criticisms or opinions of the players in regard to one of their number. These opinions are whispered to the leader who keeps them carefully in mind until all have expressed themselves. Then he says to the victim :—

"Somebody says you are very vain."

"O that is Mary White."

"Wrong. Somebody says you are remarkably good-natured."

"Mr. Selden must have said that."

"Wrong. Somebody says that nobody knows what your nose knows."

"Not original at all events. I think I've heard Clarence repeat that."

Clarence proves to be the guilty party, and is obliged to take the victim's place, and listen to similar criticisms. Care must be taken to avoid being unpleasantly personal, as these games are intended to cement friendships and not to destroy them, or to cause the least ill feeling.

JUDGE AND JURY.

The first thing to be done in this game is to select a judge and three jurymen. A piece of paper is then given to each of the remaining company, who, after due consideration, must write down the name of some one in history, the incidents of whose life they recollect sufficiently to be able to narrate. All having made their selection, the papers are presented to the judge, who calls upon one after another to submit to an examination. Supposing the first player to have chosen Guy Fawkes, he would be asked in what year he was born, in whose reign, to what country he belonged, what he did to make himself remarkable, what great men were his contemporaries, and anything else that might occur to the judge. No one, of course, with a superficial knowledge of history should accept the position of judge, nor yet that of juryman. If agreeable to the company, living characters may be personified; still historical ones are generally the most interesting, and it is astonishing how much instruction as well as real amusement may be drawn from the game.

POSITIVE AND COMPARATIVE.

Two words are chosen with different meanings but which sound relatively to each other as positive and comparative—as sew—sower. One must guess these words by definitions given by the others.

SENTIMENT.

Each whispers to his neighbor on one side the name of a person, and on the other a sentiment. For example, "Miss Mary Moore." "Kind hearts are more than coronets." These are repeated together when the signal is given.

SPORTS OF ALL SORTS

PRESENT AND ADVICE.

All the players except two are seated in a row. One of these whispers in the ear of each child, "I present you with this," and then mentions some article, bird, beast, fish, or inanimate object.

The second, in like manner, adds, "I advise you what to do with it."

After the two have gone round the row, each player is called upon in turn to state the present and the advice received. One says, "I was presented with a *rooster*, and advised to put it on top of a steeple." Another says, "I was presented with a *monument*, and advised to put it in my pocket," and so on until all have given in their reports, and enjoyed a hearty laugh at the queer kind of advice.

THE MUSICAL SNAIL.

A common garden snail may be made to perform musical sounds by making it crawl along a pane of glass placed on rests like a sounding-board; the sounds emitted will be someting like those of a harmonium.

THE FEATHER.

The players sit in a circle, each taking hold of the edge of a sheet with both hands and holding it up to the chin. A feather is placed on the sheet, and the players are to keep it in motion by blowing it, while one of the company is outside the circle, trying to catch it by reaching out his hands. The quickness with which the position and direction of the feather can be changed by blowing sharply, will make the efforts of the catcher futile for some time. When he catches the feather, the person in front of whom it is caught must exchange places with him.

ALPHABET GAMES.

Provided with a good boxful of letters, either on wood or cardboard, a clean table, a bright fire, and three or four pleasant companions, a very pleasant hour may be spent. It is almost needless to give directions how to proceed with the letters, for they can be used in a variety of ways, according to inclination. Sometimes a word is formed by one person, the letters of which he passes on to his neighbor, asking him to find out what the word is. A still more interesting method is for the whole party to fix upon one long word, and all try in a certain time how many different words can be made of it. Or another way, even better still, is to shuffle the letters well together, and then to give to each person a certain number. All must then make a sentence out of the letters, whether with or without sense, as best they can. The transposition of words, too, is very amusing, and can be done either with the loose letters or with pencil and paper.

The names of poets, authors, or great men famous in history may be given, the letters of which may be so completely altered as to form words or sentences totally different from the original.

For instance:—

We lads get on.	W. E. Gladstone.
Rich able man.	Chamberlain.
Side Rail.	Disraeli.
Pale Noon.	Napoleon.

SPORTS OF ALL SORTS

SHADOW PICTURES.

Hang up a white sheet very smoothly, and if NET the shadows will be much sharper. Behind it place any amusing scene. Set a light behind the screen about three or four feet from the furniture, and have the performers step sideways over the light when they enter.

THE BUMBLE BEE IN THE GARDEN.

Each gentleman takes the name of an insect, and each lady that of a flower. One standing in the center begins to tell a story, and when he brings in the name chosen by any one, that person must stand and go on with the story. The words

BOSTON.

The company are seated and numbered. One standing in the center calls out two numbers who must change places, and the caller must try to obtain one of the seats. At the call of "Boston" all change.

Similar to this is "Penny Post," when the company take the name of cities and the postman in the center says, "The post is going between —— and ——."

If there is a large circle four numbers may be called at one time.

flower, I, and bush must not be used, or a forfeit is demanded. When the word sun is mentioned all must get up and turn around, and at watering pot all must change seats, the one standing at the time trying to secure one.

COMES, IT COMES.

One says, "Comes, it comes." The others, "What do you come by?" "I come by"—naming the first letter of some object in the room.

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